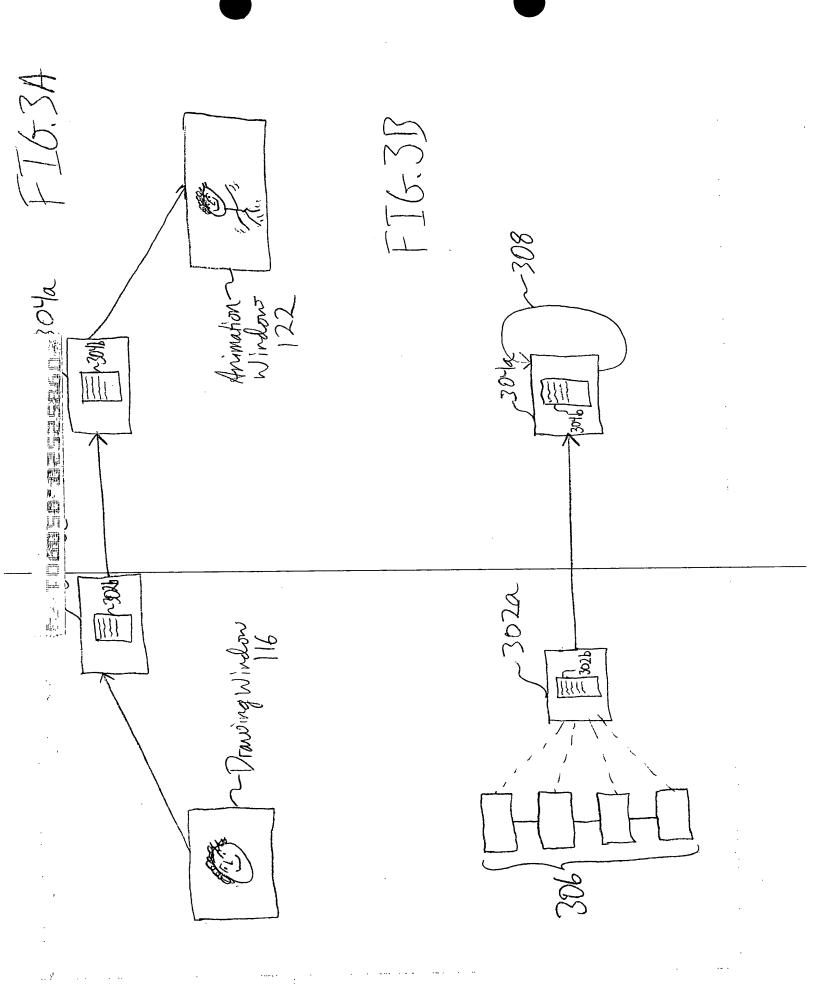
801hal SELECTION OF THE SELECT ϵi

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Drawing Window Creating a drawing -202 window Select object part or pre-existing object for drawing window Draw object in drawing window and transmit to animation window Continue making additions or changes to object?



IT/ Animation Window Advance one time UNIT "t" in animation window for each discrete object part, determine position/orientation/ scale of time "t" Look up image of object part in buffer -506 Draw object part according to position/orientation/scale 1508 Any remaining object parts or pre-existing objects? Walt for determined time interval to run out

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